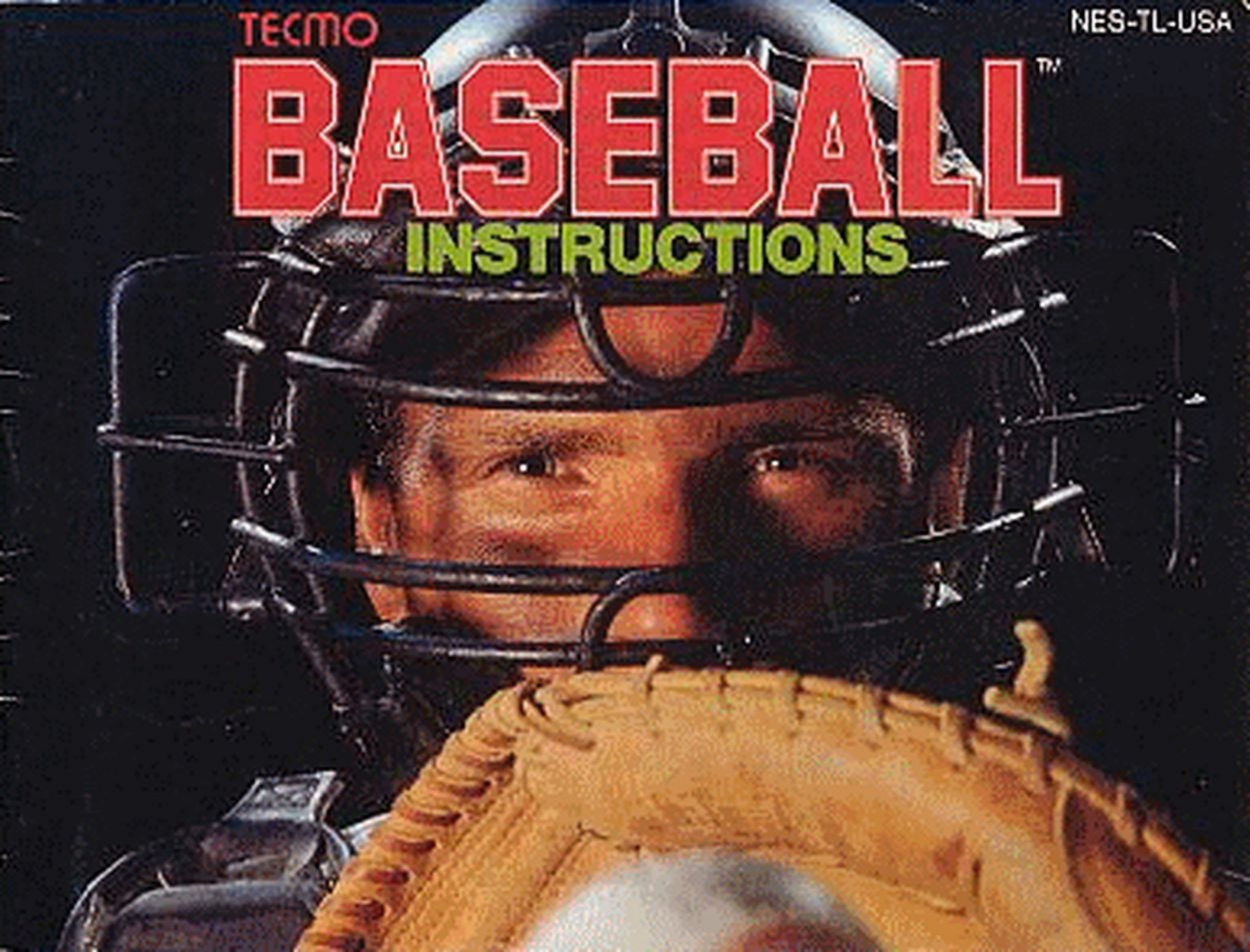

TECMO
NES-TL-USA
BASEBALL™
INSTRUCTIONS

Thank you for choosing the fun-filled "TECMO BASEBALL" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and shock. Furthermore, never attempt to disassemble your game pak.
2) Avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10–15 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.

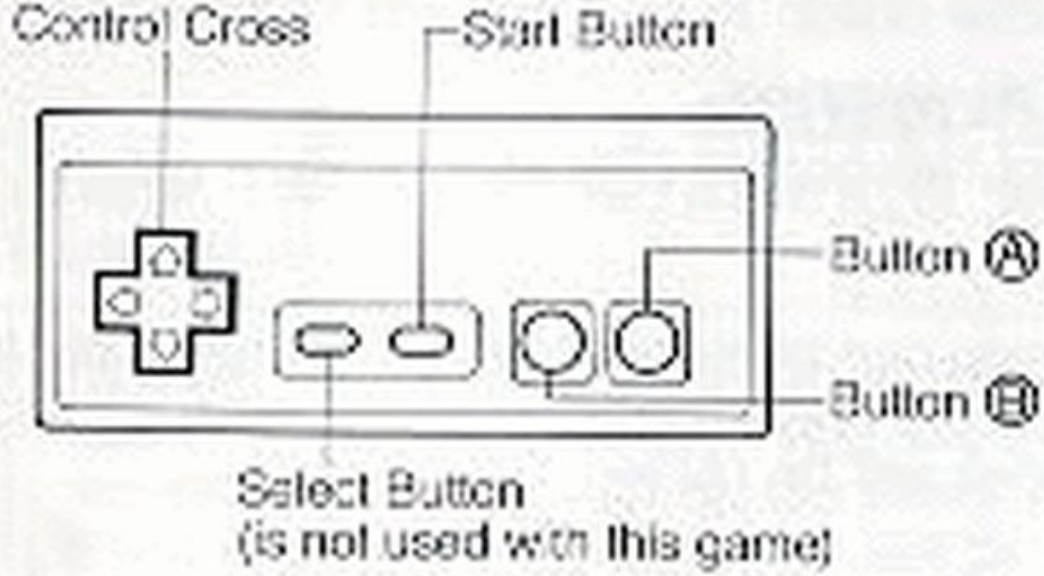
* Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM

NINTENDO AND Nintendo *ENTERTAINMENT SYSTEM*
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

1. CONTROLLER PARTS AND OPERATING INSTRUCTIONS

★ This game can be played by one or two players.



When the title screen appears, press the start button to load the game selection screen.

Move the cursor using the control cross and make your selections with Button Ⓐ.

- **ONE PLAYER**
  Choose your team members and begin the game. If after winning six games you have won the pennant in your league, you can go on to play the winner of the other league. Try to win the series!

- **TWO PLAYERS**
  Both players choose their team members and then play three games.

- **ALL-STAR GAME [ONE PLAYER]**
  All-star teams have dynamite players. Choose one and play against the computer.

- **ALL-STAR GAME [TWO PLAYERS]**
  The sams as one-player. But two people play against each other.

- **WATCH MODE**
  There is also a mode where you can select two teams from the list of candidates and have the computer itself play the two teams against each other while you watch. Three games will be played.

NOTE

Certain "TECMO BASEBALL" playing rules may differ slightly from professional baseball rules.

2. SELECTIONS (OPTIONS)

— SELECT DESIGNATED HITTER RULE —

You can select the DH option in any game mode. Move the cursor with the control cross and set the DH option with Button Ⓐ.

— SELECT TEAM —

- When in "one player", "two players", or "watch" mode, you can choose any team you wish.

> When in "one player" mode, a brand new password input screen will appear. If you beat the opposing team, you will be shown a password recording your strength on the newspaper sports page screen.
> If you input this password, you will be able to play the next team.

PASSWORD

> The password is input using the control cross. Move the cursor up and down to select the proper letter for the first slot, then press the control cross to the right to move to the next slot. After inputing the whole password, press Button Ⓐ.

- When in "all-star game" mode (either one or two players), use the control cross to select your own league. Then press Button Ⓐ.

— SELECT STARTING PITCHER —

Selecting one team, the sub screen appears for starting pitcher selection. Choose with the control cross and set the order with button Ⓐ.

NOTE: Pitchers or designated hitters always come ninth in the batting order.

ADVICE: The three pitchers at the top of the screen have stamina and are capable of starting.
The other three are not as strong, but are more technical than the starting pitcher and are more appropriate for shortinning relief.

— ALL-STAR MEMBERS —

	NATIONAL MAJORS		AMERICAN MAJORS	
PITCHERS	RANDY	(CHI.)	ROBERT	(BOS.)
	JOEL	(L.A.)	TOM	(MIL.)
	DUNCAN	(N.Y.)	CONNIE	(TEX.)
	THOMAS	(St. L.)	LORNE	(BOS.)
	JACK	(CIN.)	JAMES	(MIN.)
	JOHN	(S.F.)	DAVID	(N.Y.)
BATTERS	PHIL	(L.A.)	AREX	(DET.)
	WILL	(St. L.)	ROYCE	(MIN.)
	WESLEY	(S. F.)	DONALD	(N.Y.)
	DICK	(ATL.)	DAN	(BOS.)
	DONALD	(N.Y.)	MARTY	(DET.)
	ROYCE	(CIN.)	CHRIS	(MIN.)
	CARL	(S.F.)	WILL	(CAL.)
	ANDY	(ATL.)	LORNE	(TEX.)
	BRUCE	(St. L.)	RICK	(TEX.)
	HARRY	(N.Y.)	TED	(MIN.)
	KEN	(N.Y.)	GEORGE	(MIN.)
	DON	(CIN.)	DICK	(DET.)
	JAMES	(L.A.)	JOE	(N.Y.)
	LANNY	(CHI.)	WESLEY	(BOS.)

3. EXPLANATIONS OF THE SCREENS

• WHEN PITCHING AND BATTING

Whenever a pitch is hit by a batter, the screen will switch to the outfield perspective.

Note: The screen will show the perspective from center field.

• THE SCREEN SHOWING THE FIELD

When catching, throwing, and running the bases.

Note: The screen shows the perspective from home plate.

4. HOW TO USE THE CONTROL CROSS DURING GAMES

Explained below are some of the ways to use the control cross while a game is going on. For other kinds of operations (i.e. inputting passwords, team selection, etc.), please see their respective pages.

— WHEN SHOWING THE MOUND SCREEN —

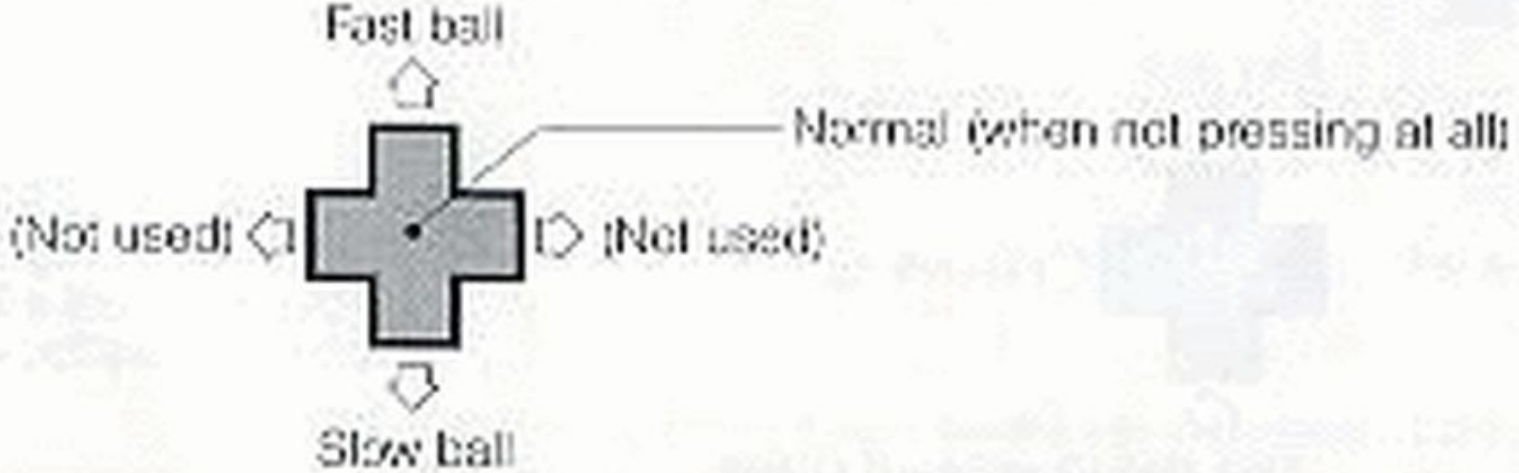
● THE DEFENDING TEAM

○ To shift the pitcher's position

Move just the control cross up and down.

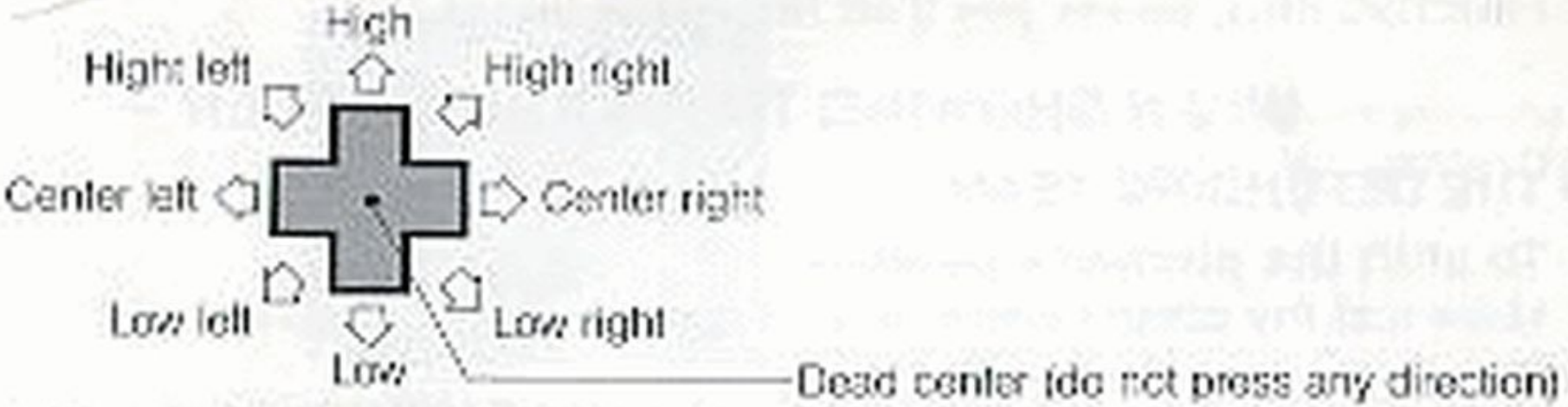
○ To pitch

Press Button Ⓐ while moving the control cross upward or downward. This controls the speed of the pitch.



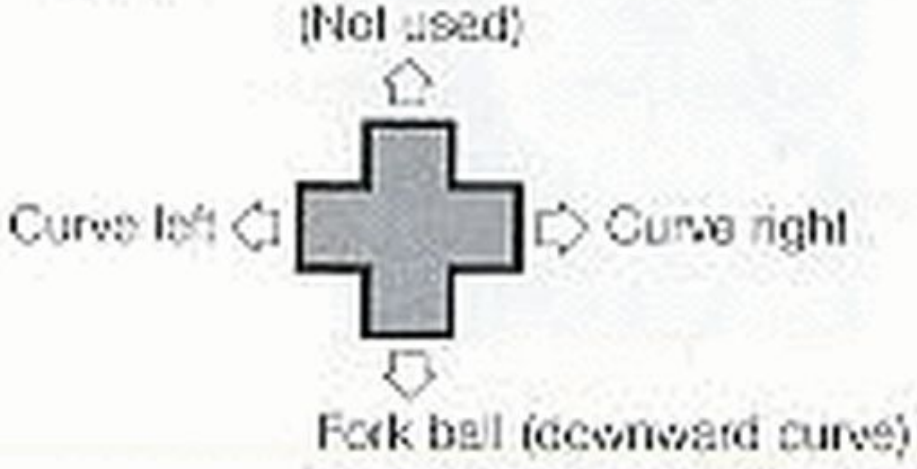
○ Course (intended target of pitch)

You can control where the ball will go through the strike zone by moving the control cross as shown below while the pitcher is winding-up.



○ Curve ball

After the ball is released, you can make it curve or drop using the control cross.



Note: You can fork the ball only when pitching slowballs. Also, there are a few pitchers who can not throw fork balls.

○ Picking off the runner

First, press Button Ⓡ to change the screen to the field perspective. Then, choose the base you want to throw to with the control cross and press Button Ⓐ. (The method of designating the base to be tagged is the same as when throwing. See the section on Throwing.)

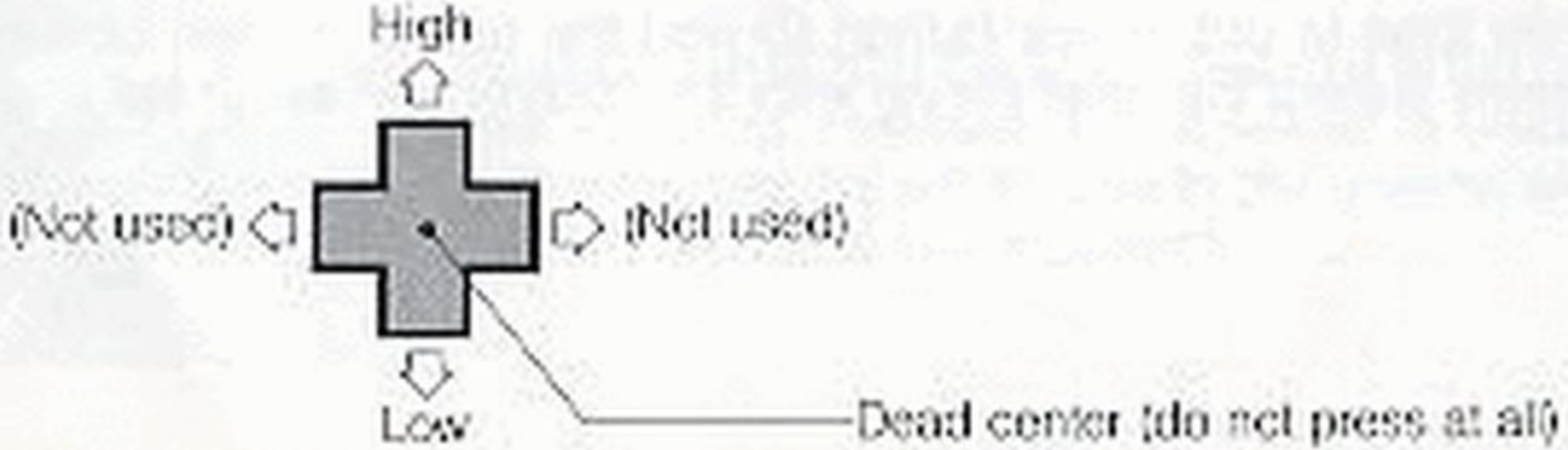
● THE TEAM UP TO BAT (OFFENSE)

○ The batter's position

Move the control cross left or right to shift the batter's position within the batter's box.

○ The swing

Press Button Ⓐ while controlling the height of the swing with the control cross.



○ **Bunting**

You can bunt by stopping your bat in mid-swing.

○ **Base Stealing**

Designate the runner who is to steal a base with the control cross and press Button Ⓑ. (The method of designating the runner is the same as that for running the bases. See the section on Running.) Begin your steal after the pitcher has gone into his wind-up motion.

● INSTRUCTIONS FOR BOTH THE OFFENSIVE AND DEFENSIVE TEAMS

○ **Calling time-out**

Press the start button before the pitcher goes into his wind-up motion.

○ **Pinch hitting/relief pitching**

While time is out, press Button Ⓐ and the player list will come onto the screen. Select the relief player with the control cross and set it with Button Ⓐ.

— FIELD SCREEN —

● THE DEFENDING TEAM

○ Moving the fielders

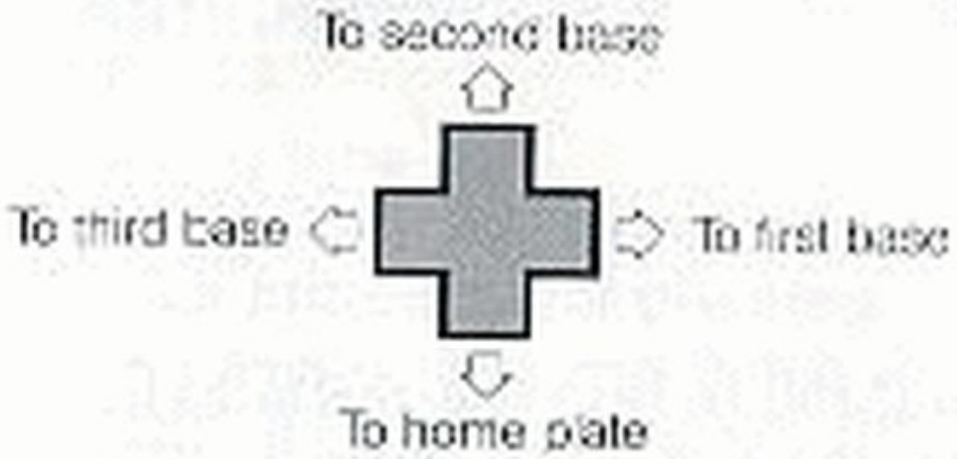
Move the players around with the control cross. (The fielder catching the ball is shown with one arm raised.)

○ Jumping

Push Button Ⓑ and the fielder nearest to the batted ball will jump. However, if that fielder is unable to catch the ball, he will tumble to the ground and be out of play for a few moments.

○ Throwing

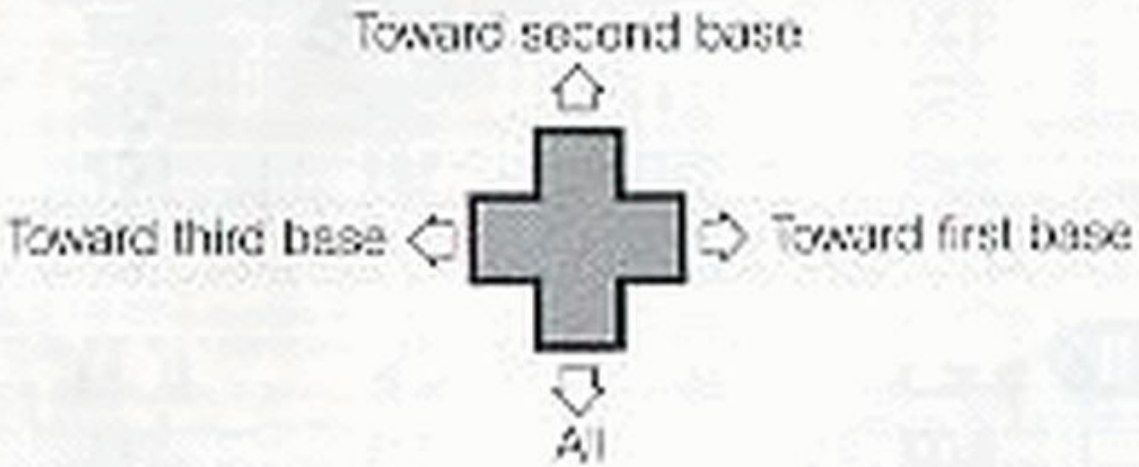
Choose the base you want to throw to with the control cross and press Button Ⓐ.



● THE TEAM AT BAT (THE OFFENSE)

○ Running and touching-up

Chose your runner using the control cross. To make him run to the next base, press Button Ⓑ. To bring him back, press Button Ⓐ.



If during the flight of a high flyball the runners have already passed by the next bases, you can get them all to return to their original bases by pressing downward on the control cross.

5. SCORING REPORTS

NATIONAL MAJORS

	E.R.A.	AVG.	H.R.	R.B.I.
ST. LOUIS	3.43	.266	173	651
SAN FRANCISCO	3.48	.264	174	621
NEW YORK	3.90	.277	191	745
CINCINNATI	3.71	.270	183	648
LOS ANGELES	3.69	.244	198	415
ATLANTA	4.40	.267	141	627
CHICAGO	4.33	.276	200	619

AMERICAN MAJORS

	E.R.A.	AVG.	H.R.	R.B.I.
MINNESOTA	4.03	.253	208	741
DETROIT	3.51	.262	206	761
MILWAUKEE	3.96	.266	154	750
NEW YORK	3.91	.266	202	728
BOSTON	4.06	.271	149	647
CALIFORNIA	3.63	.256	152	639
TEXAS	4.32	.264	163	720

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that the Tecmo Game Pak ("PAK") and all existing Game Pak Accessories or Robot Accessories shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-213-320-5360
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply write this number on the outside packaging of your defective PAK and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
   Tecmo, Inc. Consumer Division Victoria Business Park 10305 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Game Pak technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If repaired PAKS are not available, the defective PAK will be returned and the $10.00 payment returned.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio — TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for TECMO BASEBALL and save them! When you've collected a total 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail to TECMO in order to receive the Special Bonus Offer — It will be a gift you can share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1-213-329-5880.

MAIL DIRECTLY TO TECMO, INC.
ADDRESS LISTED
BELOW

Collect these and other fine games from TECMO™

SEND TO:

TECMO, INC.
10105 S. ADRIA MARU LANE
CARSON, CA 90745

Note: You must Print or type your name and address on the enclosed seal with block letters and mail together with the STICK-ON SEAL to receive your gift.

OFFICIAL I.D. BADGE→

TECMO I.D.

81231

TECMO™

©1988 TECMO, INC.

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

Printed in Japan